JAHANGIR KHAN
World Championship
SQUASH

ENGLISH INSTRUCTIONS

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Jahangir Khan's World Championship Squash

CREDITS

Programming	Andy Ware
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	Shaun Hollingworth
Graphics	Neil Adamson
	Dave Colledge
Music	Matt Furniss

IMPORTANT

1) No More Games

Much work has gone into making this product, but software piracy is slowly destroying the games industry, with many companies now going out of business and projects of the depth and detail of ***Jahangir Khan's World Championship Squash*** becoming less viable. If you enjoy entertainment software of this quality then please have a sense of responsibility.

Any fool can copy software...
it takes a little more intelligence not to

2) Virus

All ***Jahangir Khan's World Championship Squash*** disks are guaranteed to be in working order and virus-free. Any disks found to be faulty at the time of purchase will be replaced. Send your details and return the **disks only** to **Krisalis Software Ltd**. **Krisalis** always ensure to analyse any returned disks. Note that it is the purchaser's responsibility to prevent subsequent virus infection. Always leave the disks **write-protected** and switch off your computer for at least 30 seconds before loading the game. Additionally, it is the purchaser's responsibility to avoid damage to the disks by irresponsible use of virus-killers. Any disks which have become damaged in these ways will be replaced at a cost of £3.00. Return the **disks only**, enclosing a **SAE**.

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JAHANGIR KHAN – PROFILE

The Sportsman

Jahangir Khan is one of the world's most successful sportsmen. World Squash Champion six times, and winner of nine successive British open squash titles, he continues to break world records with his achievements.

Born in Karachi, Pakistan in December 1963, he learned to play squash at the age of seven, a very natural step for the son of a former British Champion, his father Rossan Khan, who won the title in 1957.

At fifteen he won the World Amateur Squash Championships, and at seventeen became the youngest ever professional World Champion. Since then he has won every squash title in the world, and over a six year span played in over 500 international matches without a defeat – an achievement unique in world sport.

INTRODUCTION

This is the latest in a fine line of quality sport simulations from Krisalis Software, and offers a wealth of game features and options around an immensely playable, faithful and addictive squash simulation.

Squash is a simple game to understand and is regularly played by hundreds of thousands of enthusiasts around the world. Although it is an easy sport to get into, it can take years to attain the levels of fitness and expertise to become a world ranking player.

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RULES

The Court A squash court is rectangular in shape with the back floor divided into two halves and a service box at the front of each of these halves. The distant wall is marked with a horizontal service line (the "Cut"), and another parallel line just above the floor (the "Board") with the "Tin" below this.

Service All serves are taken from within the appropriate service box and must bounce off the distant wall, above the Cut, before landing in the opponent's half of the court. However, the ball can be returned before touching the ground. There is an option to allow for a second service ("Old Rules").

Rallies The ball can bounce any number of times off any walls, before or after hitting the end wall. It may then bounce once only on the ground before it must be returned, or it may be volleyed.

Scoring A rally is won if the ball bounces more than once on the ground before your opponent can return it, or they fail to hit the end wall in the required area. Service is then transferred to the rally winner, or if they already have service, then they will be awarded a point. The winner is the first player to 9 points. If the score gets to 8 all, the receiving player has the option to play up to 9 ("No Set") or 10 ("Set Two").

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LOADING THE GAME

Amiga/Atari ST	Insert disk, then switch on machine
IBM PC	Type **SQUASH**
CBM 64	Disk **LOAD"*", 8,1**
	Cassette **SHIFT + RUNSTOP**
AMSTRAD	Disk I **CPM** (Press Shift @ Key followed by CPM)
	Cassette **Control + Enter**
SPECTRUM	Disk Select loader option
	Cassette (128K Only) **LOAD"**

CONTROLS

Use either joystick or keyboard
To quit a game press **SHIFT + Q**

Important Note	*+2A and +3 owners may experience difficulty when using 2 joysticks. If this occurs please ensure that player 1 uses the joystick and player 2 the keyboard.*

Amiga/Atari ST

Joystick	**(Without Fire pressed)**
Up	*Move player forward*
Down	*Move player backwards*
Left	*Move player left*
Right	*Move player right*
Joystick	**(With Fire pressed)**
Up	*Power shot*
Down	*Soft shot*
Left	*Left bias shot*
Right	*Right bias shot*

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Joystick 2 may be simulated with the keys

Up	*L*
Down	
Left	*Left shift*
Right	*Right shift*
Fire	*Space bar*
Other Keys	
Pause	*P (Fire to restart)*
Helpline	*HELP*
Fade On/Off	*F9 (Switches screens off faster)*
50/60 HZ	*F10*

CBM 64

Joystick only	*(As Amiga/Atari ST)*
Helpline on Icons	*H*

Spectrum/Amstrad

Joysticks as for Amiga/Atari ST. Keyboard simulates joysticks.

	Spectrum	**Amstrad**
Joystick 1 Up	*W*	*F8*
Joystick 1 Down	*X*	*F2*
Joystick 1 Left	*A*	*F4*
Joystick 1 Right	*D*	*F6*
Joystick 1 Fire	*F*	*F5 or ENTER*
Joystick 2 Up	*U*	*W*
Joystick 2 Down	*M*	*X*
Joystick 2 Left	*H*	*A*
Joystick 2 Right	*L*	*D*
Joystick 2 Fire	*ENTER*	*SPACE*
Helpline on Icons	*H*	*H*

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PLAYING THE GAME

Select the language version you require by moving the pointer over the appropriate flag and pressing **FIRE**. 8 Bit versions (Select language).

Jahangir Khan's World Championship Squash offers you the opportunity to play either as one or two players or spectate on matches. One player plays as Jahangir by default (though this can be deselected), and it is possible to have human control over other entrants into the competitions.

You have the option to play in either **Club Tournament** (league) or **World Championship** (knockout) competitions. Select the icon for the game type you wish to play – (the left icon with the cup is for the World Championship). Return to this screen by pressing ***ESCAPE*** on the **Club** or **Championship** main selection screens.

8 Bit versions

Cassette	Club Level Side A	World Championship Side B
Disk	Club Level Side A	World Championship Side B

Club tournament

This is organized as a series of up to 8 rungs. Each rung has 4-6 players, and functions as a miniature "league", with each player in a rung playing all the others. At the end of a league cycle, the top 2 players in each rung are promoted, the bottom 2 are demoted.

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Main selection screen

This offers:

1) The Rungs (Ladder Icon)
2) Membership (Membership Card Icon)
3) Options (Ball on Racket Icon)
4) Game Restore (Tape/Disk Icon)
5) Schedule (Player vs Player Icon)
6) Play Match (Racket)

1) The Rungs

a) Racket – Begin next league cycle (if old cycle is completed)
b) Eye (Watch) – Highlight a player to spectate on all his future games (click again to de-select him).
c) Bargraphs – Check player stats. If this is a human player, you may change his control method:
   i) Normal – Press Fire to play stroke. Control stroke manually
   ii) Easy – Automatic shot stroke. Service always correct
d) Arrows – Scroll ladder.
e) SRA (Squash Rackets Association) icon – Exit sub-menu

2) Membership – Club List

a) Eye – Watch player's matches (as above)
b) Empty-eye – Turn off all watched players
c) Joystick/Human – Turn a computer player into a human player and vice versa.
d) ? String – Change a player's name
e) Bargraph – Player's stats
f) Two players – Play practice match against computer or human.
g) SRA icon – Exit

3) Options

a) Ball – Ball type (Blue = bounciest)
b) Clock – Set best of 1, 3 or 5 games

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c) ? – 1 ball (one service only, "New Rules")
   2 balls (two serves, "Old Rules")
d) Ladders – Change number of rungs in ladder (2-8)
e) Rung – Change number of players in each rung (4-6)
f) SRA icon – Exit

Note (d) and (e) are only available at the start of the league.

4) Tape/Disk
a) Format disk
b) Load a game
c) Save a game (only to disks formatted by (a))
d) Restart league series
e) SRA – Exit

5) Schedule screen
This shows the full game schedules, with the next match to be played highlighted at the bottom of the list.
a) Arrows – Next/Previous page
b) Eye – Watch a single match
c) Cross – Postpone a match until the end of the schedule
d) SRA – Exit

6) Play match
This will display the players. If the game involves human players, then they will use their appropriate controls, otherwise you will only spectate on this game (this occurs when you earlier selected the ***Watch Player*** or ***Watch Match*** option). If a human player wins a Club or Championship match, he will be given the option to improve one of his game skills.

The game screen displays the ball type in the top-right hand corner of the screen (Not CPC Amstrad) and the scoreboard on the top-left. The large digits are the game score, the smaller digits above these are the game totals. In-game information is displayed below this.

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World Championship main selection screen

This section is the knockout. You must progress through to, and ultimately win, the World Championship final.

The icons function in an identical manner to the league, with the following exceptions:

a) You cannot control the ladders/rungs
b) You cannot enter a human player once the knockout has started
c) The rounds of the knockout and qualifiers are displayed
d) The Squash Rackets Association (Exit) icon is replaced by a swap screen icon.

Arcade Section

To serve If your opponent is standing in the left hand back quarter waiting to receive a service, move the joystick left and forward to make a power shot, left and back to make a lob shot. Holding the joystick in this way and pressing fire will start the game. (The ball must hit the front wall and bounce in your opponent's back quarter to be a successful serve, unless your opponent returns your service before it hits the back quarter) – for a right hand serve reverse the procedure.

Rallies After a successful service has been made, use your joystick to move your player to the position you estimate the ball will land – at this point hold down the fire button and move the joystick. Left makes a standard left bias shot, left and up to make a left bias power shot, left and down to make a left bias drop shot. Right makes a standard right bias shot, right and up to make a right bias power shot, right and down to make a right bias drop shot. Up makes a straight power shot, down makes a straight drop shot, with joystick centered makes a standard shot.

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If you have selected the easy option you will only have to move your player to the correct positon and the return shot is automatic but the shot bias will be in the direction of the current joystick position.

You start off in the bottom rung of your Club League and you must work your way up the ladder to become Club Champion (it is advisable to become proficient at Club level before playing in the World Championships).

Good Luck!

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